

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application. An identifier indicating the status of each claim is provided.

Listing of Claims:

1. - 142. (Canceled)

143. (Currently Amended) An editing system for editing a plurality of clips, comprising:

editing means for editing said plurality of clips registered in a database to produce ~~an a~~ first edit resultant clip, said first edit resultant clip registered in the database, comprising:

an edit module for edit processing said plurality of clips;

a composite module for composite processing said plurality of clips; and

a special effect module for special effect processing said plurality of clips;

wherein said editing means produces module identification information indicating the processing to be performed on said plurality of clips by said edit module, said composite module, and said special effect module in producing said first edit resultant clip; and link information indicating a tree structure for linking said plurality of clips in producing said first edit resultant clip; and

user interface means for displaying and controlling graphical user interfaces corresponding to processing performed by said edit module, said composite processing module, and said special effect module; the graphical user interfaces including a clip tree window for graphically displaying on the same display said tree structure for said plurality of clips and a time

line window for display and placement of clips to be edited on a time axis to designate the content of the first edit resultant clip;

an first updating module to update the content of said first edit resultant clip registered in the database;

a writing module to overwrite content of said first edit resultant clip registered in the database with content of a new edit resultant clip;

a second updating module to update the content of resultant clips produced from said first edit resultant clip; and

a storage module to store the overwritten content of said first edit resultant clip and said updated content of said resultant clips in the database.

wherein the editing system assigns a clip name for each clip in said tree structure, the clip name comprised of an attribute indicating whether the clip is a material clip or an edit resultant clip and a clip identification code,

wherein the graphical user interface displays the clip name of the clip being edited by the edit module surrounded by a frame with a line bolder than a line of a frame surrounding a clip name of a clip that is not being edited by the edit module, and

wherein the graphical user interface displays each edit resultant clip in the tree structure corresponding to the clip being edited surrounded by a frame with a line bolder than the line of a frame surrounding an edit resultant clip not corresponding to the clip being edited.

144. (Previously Presented) The editing system according to claim 143, wherein said module identification information and link information are stored in a clip database in which information relating to each of said plurality of clips is registered.

145. (Previously Presented) The editing system according to claim 143, wherein a current clip to be edited from said clip tree window is graphically designated in said clip tree window.

146. (Currently Amended) A method of editing a plurality of clips to produce ~~an~~ a first edit resultant clip, comprising the steps of:

displaying and controlling graphical user interfaces corresponding to processing to be performed on said plurality of clips, including edit processing, composite processing, and special effect processing; the graphical user interfaces including a clip tree window for graphically displaying on the same display a tree structure indicating links between said plurality of clips and a time line window for display and placement of clips to be edited on a time axis to designate the content of the first edit resultant clip;

storing the first edit resultant clip in a database;

producing module identification information indicating edit processing, composite processing, and special effect processing to be performed on said plurality of clips to produce said first edit resultant clip; and link information indicating said tree structure displayed in said clip tree window;

wherein the producing module assigns a clip name for each clip in said tree structure, the clip name comprised of an attribute indicating whether the clip is a material clip or an edit resultant clip and a clip identification code;-and

editing said plurality of clips to produce said first edit resultant clip in accordance with said module identification information and said link information;

updating the content of said first edit resultant clip registered in the database;
overwriting content of said first edit resultant clip registered in the database with content
of a new edit resultant clip;
updating the content of second resultant clips produced from said first edit resultant clip;
and
storing the overwritten content of said first edit resultant clip and said updated content of
said second resultant clips in the database,

wherein the graphical user interface displays the clip name of the clip being edited to produce the new edit resultant clip surrounded by a frame with a line bolder than a line of a frame surrounding a clip name of a clip that is not being edited to produce the new edit resultant clip, and.

wherein the graphical user interface displays each edit resultant clip in the tree structure corresponding to the clip being edited surrounded by a frame with a line bolder than the line of a frame surrounding an edit resultant clip not corresponding to the clip being edited.

147. (Currently Amended) The method according to claim 146, wherein said module identification information and link information are stored in a the clip database in which information relating to each of said plurality of clips is registered.

148. (Previously Presented) The method according to claim 146, wherein a current clip to be edited from said clip tree window is graphically designated in said clip tree window.